herein, it should be recognized that modifications and variations may readily occur to those skilled

in the art and that such modifications and variations may be made without departing from the spirit

and scope of our invention. Consequently, our invention as claimed below may be practiced

otherwise than as specifically described above.

CLAIMS:

1.   A method of playing a wagering game in which a player of the game may win an

award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the

player;

(b)   providing an electronic database of a plurality of answers associated with each

question for presentation to the player;

(c)   assigning a value to at least one answer;

(d)   electronically selecting one of said plurality of questions;

(e)   presenting said electronically selected question to the player;

(f)   electronically selecting one of said answers associated with said electronically

selected question;

(g)   presenting said electronically selected answer to the player;

(h)   displaying to the player any value assigned to said electronically selected and

presented answer; and

(i)   awarding to the player said displayed value.

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2.   A method according to claim 1 wherein step (e) occurs before step (g).

3.   A method according to claim 1 wherein one of said plurality of questions is electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

4.   A method according to claim 2 wherein one of said plurality of questions is electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

5.   A method according to claim 1 wherein one of said questions is electronically selected in step (d) in response to a player initiated command.

6.   A method according to claim 1 wherein one of said answers is electronically selected in step (f) in response to a player initiated command.

7.   A method of playing a game in which a player of the game may win an award comprising the steps of:

    (a)   providing an electronic database of a plurality of questions for presentation to the player;

    (b)   providing an electronic data base of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player,

each answer group including at least one desirable answer and at least one undesirable answer;

    (c)   assigning a value to each desirable answer;

    (d)   electronically selecting one of said plurality of questions;

    (e)   presenting said electronically selected question to the player;

    (f)   electronically selecting one of said answers from said answer group associated with said electronically selected question;

    (g)   presenting said electronically selected answer to the player;

    (h)   displaying to the player any value assigned to said electronically selected and presented answer; and

    (i)   awarding to the player said displayed value.

8.   A method according to claim 7 wherein each answer group includes a plurality of desirable answers and a plurality of undesirable answers.

9.   A method according to claim 7 wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

10.   A method according to claim 8 wherein said value is obtained substantially by

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presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer, wherein said plurality of desirable answers are selected entirely from the highest ranking answers.

11. A method according to claim 7 wherein step (e) occurs before step (g).

12. A method according to claim 9 wherein step (e) occurs before step (g).

13. A method according to claim 10 wherein step (e) occurs before step (g).

14. A method according to claim 7 wherein one of said plurality of questions is electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

15. A method according to claim 9 wherein one of said plurality of questions is electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

16. A method according to claim 10 wherein one of said plurality of questions is

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electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

17.   A method according to claim 7 wherein said value is obtained substantially by presenting a plurality of questions to a plurality of humans, each question having a single, correct answer, having the humans provide an answer to each question, determining for each question the number of times the correct answer is provided by the humans, ranking each correct answer by the number of times such correct answer is provided relative to the number of times correct answers were provided to other questions, with a higher rank given for a correct answer provided less times than correct answers to other questions, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

18.   A method according to claim 17 wherein step (e) occurs before step (g).

19.   A method according to claim 17 wherein one of said plurality of questions is electronically, substantially randomly selected in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

20.   A method of playing a game in which a player of the game may win an award comprising the steps of:

    (a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic database of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including at least one desirable answer and a plurality of undesirable answers;

(c)   assigning a value to each desirable answer;

(d)   electronically selecting one of said plurality of questions;

(e)   presenting said electronically selected question to the player;

(f)   electronically, substantially randomly, successively selecting ones of said answers from said answer group associated with said electronically selected question until either a preselected number of undesirable answers are electronically selected or until a preselected number of desirable answers are electronically selected;

(g)   presenting said electronically selected answer or answers to the player; and

(h)   awarding to the player the aggregate total value of each value assigned to each said electronically selected and presented desirable answers.

21.   A method according to claim 20 wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

22.   A method according to claim 20 wherein said value is obtained substantially by

presenting a plurality of questions to a plurality of humans, each question having a single, correct answer, having the humans provide an answer to each question, determining for each question the number of times the correct answer is provided by the humans, ranking each correct answer by the number of times such correct answer is provided relative to the number of times correct answers were provided to other questions, with a higher rank given for a correct answer provided less times than correct answers to other questions, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

23. A method according to claim 20 wherein said preselected number of undesirable answers is three.

24. A method according to claim 23 wherein the number of undesirable answers in each answer group is at least three.

25. A method according to claim 21 wherein the number of undesirable answers in each answer group is at least three and wherein said preselected number of undesirable answers is three.

26. A method according to claim 20 wherein the number of desirable answers in each answer group is three, four, five, or six.

27. A method according to claim 21 wherein the number of desirable answers in each answer group is three, four, five, or six.

28.   A method according to claim 24 wherein the number of desirable answers in each answer group is three, four, five, or six.

29.   A method according to claim 25 wherein the number of desirable answers in each answer group is three, four, five, or six.

30.   A method of playing a wagering game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic database of a plurality of answers associated with each question for presentation to the player;

(c)   assigning a value to at least one answer;

(d)   presenting a plurality of questions to the player;

(e)   selecting one of said presented questions for further play;

(f)   electronically selecting one of said answers associated with said selected question;

(g)   presenting said electronically selected answer to the player;

(h)   displaying to the player any value assigned to said electronically selected and presented answer; and

(i)   awarding to the player said displayed value.

31.   A method according to claim 30 wherein step (e) occurs before step (g).

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32.   A method according to claim 30 wherein said plurality of questions is electronically, substantially randomly presented in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

33.   A method according to claim 31 wherein said plurality of questions is electronically, substantially randomly presented in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

34.   A method according to claim 30 wherein one of said questions is selected in step (e) in response to a player initiated command.

35.   A method according to claim 30 wherein one of said answers is electronically selected in step (f) in response to a player initiated command.

36.   A method of playing a game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic data base of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including at least one desirable answer and at least one undesirable answer;

(c)   assigning a value to each desirable answer;

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(d)   presenting a plurality of questions to the player;

(e)   selecting one of said presented questions for further play;

with said selected question;

(g)   presenting said electronically selected answer to the player;

(h)   displaying to the player any value assigned to said electronically selected and

presented answer; and

(i)   awarding to the player said displayed value.

37.   A method according to claim 36 wherein each answer group includes a plurality of

desirable answers and a plurality of undesirable answers.

38.   A method according to claim 36 wherein said value is obtained substantially by

presenting the question to a plurality of humans, having the humans provide an answer to the

question, determining the number of times a particular answer is provided by the humans, ranking

each particular answer by the number of times such answer is provided, with a higher rank given for

a particular answer provided more times than another answer, and assigning a value substantially

corresponding to said ranking, with a higher value assigned to a higher ranking answer.

39.   A method according to claim 37 wherein said value is obtained substantially by

presenting the question to a plurality of humans, having the humans provide an answer to the

question, determining the number of times a particular answer is provided by the humans, ranking

each particular answer by the number of times such answer is provided, with a higher rank given for

a particular answer provided more times than another answer, and assigning a value substantially

corresponding to said ranking, with a higher value assigned to a higher ranking answer, wherein said

plurality of desirable answers are selected entirely from the highest ranking answers.

40. A method according to claim 36 wherein step (e) occurs before step (g).

41. A method according to claim 38 wherein step (e) occurs before step (g).

42. A method according to claim 39 wherein step (e) occurs before step (g).

43. A method according to claim 36 wherein said plurality of questions is electronically, substantially randomly presented in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

44. A method according to claim 38 wherein said plurality of questions is electronically, substantially randomly presented in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

45. A method according to claim 39 wherein said plurality of questions is electronically, substantially randomly presented in step (d) and wherein one of said answers is electronically, substantially randomly selected in step (f).

46.   A method of playing a game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic database of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including at least one desirable answer and a plurality of undesirable answers;

(c)   assigning a value to each desirable answer;

(d)   presenting a plurality of questions to the player;

(e)   selecting one of said presented questions for further play;

(f)   electronically, substantially randomly, successively selecting ones of said answers from said answer group associated with said selected question until either a preselected number of undesirable answers are electronically selected or until a preselected number of desirable answers are electronically selected;

(g)   presenting said electronically selected answer or answers to the player; and

(h)   awarding to the player the aggregate, total value of each value assigned to each said electronically selected and presented desirable answers.

47.   A method according to claim 46 wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for

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a particular answer provided more times than another answer, and assigning a value substantially

corresponding to said ranking, with a higher value assigned to a higher ranking answer.

48.   A method according to claim 46 wherein said preselected number of undesirable answers is three.

49.   A method according to claim 48 wherein the number of undesirable answers in each answer group is at least three.

50.   A method according to claim 47 wherein the number of undesirable answers in each answer group is at least three and wherein said preselected number of undesirable answers is three.

51.   A method according to claim 46 wherein the number of desirable answers in each answer group is three, four, five, or six.

52.   A method according to claim 47 wherein the number of desirable answers in each answer group is three, four, five, or six.

53.   A method according to claim 49 wherein the number of desirable answers in each answer group is three, four, five, or six.

54.   A method according to claim 50 wherein the number of desirable answers in each

answer group is three, four, five, or six.

55.   A method of playing a wagering game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic database of a plurality of answers associated with each question for presentation to the player, only one of which answers is desirable;

(c)   assigning a value to each question and the associated desirable answer, such value selected from a plurality of different values;

(d)   presenting at least two of said different values to the player;

(e)   selecting one of said presented values;

(f)   electronically selecting one of said questions assigned to said selected value;

(g)   presenting said electronically selected question to the player;

(h)   electronically selecting and presenting to the player one of said answers associated with said selected and presented question; and

(i)   awarding to the player said selected value if said electronically selected and presented answer is the desirable answer associated with said selected and presented question.

56.   A method according to claim 55 wherein step (e) occurs before step (g).

57.   A method according to claim 55 wherein one of said questions assigned said selected

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value is electronically, substantially randomly selected in step (f) and wherein one of said answers is electronically, substantially randomly selected in step (h).

58.   A method according to claim 56 wherein one of said questions assigned said selected value is electronically, substantially randomly selected in step (f) and wherein one of said answers is electronically, substantially randomly selected in step (h).

59.   A method according to claim 55 wherein one of said questions assigned said selected value is electronically selected in step (f) in response to a player initiated command.

60.   A method according to claim 55 wherein one of said answers is electronically selected in step (h) in response to a player initiated command.

61.   A method according to claim 55 wherein said plurality of different values numbers three or four different values.

62.   A method according to claim 57 wherein said plurality of different values numbers three or four different values.

63.   A method according to claim 58 wherein said plurality of different values numbers three or four different values.

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64.   A method of playing a game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic data base of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including only one desirable answer and at least one undesirable answer;

(c)   assigning a value to each question and the associated desirable answer, such value selected from a plurality of different values;

(d)   presenting at least two of said different values to the player;

(e)   selecting one of said preselected values;

(f)   electronically selecting one of said questions assigned said selected values;

(g)   presenting said electronic selection question to the player;

(h)   electronically selecting and presenting to the player one of said answers in the answer group associated with said selected and presented question;

(i)   awarding to the player said selected value if said electronically selected and presented answer is the desirable answer associated with said selected and presented question.

65.   A method according to claim 64 wherein said plurality of different values numbers three or four different values.

66.   A method according to claim 64 wherein step (e) occurs before step (g).

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67.   A method according to claim 65 wherein step (e) occurs before step (g).

68.   A method according to claim 64 wherein one of said of questions assigned said selected value is electronically, substantially randomly selected in step (f) and wherein one of said answers is electronically, substantially randomly selected in step (h).

69.   A method according to claim 65 wherein one of said questions assigned said selected value is electronically, substantially randomly selected in step (f) and wherein one of said answers is electronically, substantially randomly selected in step (h).

70.   A method according to claim 64 wherein said value is obtained substantially by presenting a plurality of questions to a plurality of humans, each question having a single, correct answer, having the humans provide an answer to each question, determining for each question the number of times the correct answer is provided by the humans, ranking each correct answer by the number of times such correct answer is provided relative to the number of times correct answers were provided to other questions, with a higher rank given for a correct answer provided less times than correct answers to other questions, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

71.   A method according to claim 70 wherein said plurality of different values numbers three or four different values.

72.   A method according to claim 70 wherein step (e) occurs before step (g).

73.   A method according to claim 64 wherein one of said questions assigned said selected value is electronically, substantially randomly selected in step (f) and wherein one of said answers is electronically, substantially randomly selected in step (h).

74.   A method of playing a game in which a player of the game may win an award comprising the steps of:

(a)   providing an electronic database of a plurality of questions for presentation to the player;

(b)   providing an electronic database of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including only one desirable answer and at least one undesirable answer;

(c)   assigning a value to each question and the associated desirable answer, such value selected from a plurality of different values;

(d)   presenting at least two of said different values to the player;

(e)   selecting one of said presented values;

(f)   electronically selecting and presenting to the player one of said questions assigned said selected value;

(g)   electronically, substantially randomly, successively selecting ones of said answers from said answer group associated with said electronically selected question until either a preselected number of undesirable answers are electronically selected or until said desirable answer

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is electronically selected;

(h)   presenting said electronically selected answer or answers to the player; and

(i)   awarding to the player said selected value if said desirable answer is selected

before a preselected number of undesirable answers are selected.

75.   A method according to claim 74 wherein said value is obtained substantially by

presenting a plurality of questions to a plurality of humans, each question having a single, correct

answer, having the humans provide an answer to each question, determining for each question the

number of times the correct answer is provided by the humans, ranking each correct answer by the

number of times such correct answer is provided relative to the number of times correct answers

were provided to other questions, with a higher rank given for a correct answer provided less times

than correct answers to other questions, and assigning a value substantially corresponding to said

ranking, with a higher value assigned to a higher ranking answer.

76.   A method according to claim 74 wherein said preselected number of undesirable

answers is three.

77.   A method according to claim 75 wherein said preselected number of undersirable

answers is three.

78.   A method according to claim 74 wherein the number of undesirable answers in each

answer group is at least three.

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79.   A method according to claim 75 wherein the number of undesirable answers in each answer group is at least three.

80.   A method according to claim 74 wherein the number of undesirable answers in each answer group is at least three and wherein said preselected number of undesirable answers is three.

81.   A method according to claim 75 wherein the number of undesirable answers in each answer group is at least three and wherein said preselected number of undesirable answers is three.